Las Vegas Family Church: Shine City Project at Nicholas Flores Park

Ken Doo June 19, 2021



On June 19, 2021, Shine City Project helped to beautify Nicholas Flores Park with Get Outdoors Nevada! Get Outdoors Nevada is a non-profit organization dedicated to connecting people of all backgrounds and ages to Nevada's diverse outdoor places. With service projects every week, Get Outdoors Nevada encourages everyone to discover, experience, and connect to our state's public lands, urban trails, and community parks.

On this Saturday morning, our five Shine City Project volunteers arrived at Nicholas Flores Park where we met staff of Get Outdoors Nevada! Additionally, our volunteers also had the opportunity of meeting North Las Vegas Councilman Scott Black! For this morning, our Shine City Project group received a special mission in assisting Councilman Black in removing "tree suckers" from trees around the park. Tree suckers are branches that grow around the base of a tree. Sometimes these tree suckers are a tree's attempt at reproducing, but often, these tree suckers are a result of stress from the tree or injury. However, it is important to remove these tree suckers for the longevity and health of the tree as these tree suckers suck away water and nutrients from the main tree.



Removing these tree suckers involved using our hand and arm strength. Though we only had one lopper and one pruner, our group was able to quickly cut away many tree suckers from several trees in an hour. While our group focused on the tree sucker removal, other volunteers outside of our Shine City Project group helped to pick up trash around the park, as well as repaint tables. In the end, with the help of Councilman Black, Shine City Project was able to fill five large trash bags with tree suckers! In addition to the trash collected by other volunteers, the total weight of everything was 120 pounds! With summertime here, our group will be moving our service projects indoors, and we look forward to the next time we will be outdoors!